



- Possible options are:
- PSK rules: **Active**
  - Resumption edge: *Hidden*
  - Record layer: **Active**
  - 0-RTT rules: *Hidden*
  - Post-handshake rules: **Active**

## State machine for client and server rules.

**Nodes** correspond to the client/server state (given by State\_N in the model).

**Edges** represent rules causing transitions between states - written in blue text.

**Red text** indicates preconditions which must be met for adjacent rule to apply.

**Dashed lines** with green text are for messages sent due to the rule.

Where two parallel lines can both send a message, this is indicated by a dashed line connecting the two.